SPIRITUAL WARFARE

Instruction Manual

WISDOM Tree

Spiritual Warfare

Experience "Spiritual Warfare" as you discover firsthand the whole armor of God in preparation to meet the enemies of the Lord. You will also see just how the fruit of the Spirit can impact the lives of others and ultimately win an entire city to God. The shield of faith will be your most important weapon in helping you to remain steadfast. But remember that the battle is not yours alone, it is the Lord's. "Therefore put on the full armor of God, so that when the day of evil comes, you may be able to stand your ground, and after you have done everything, to stand. Stand firm then with the belt of truth buckled around your waist, with the breastplate of righteousness in place, and with your feet fitted with the readiness that comes from the gospel of peace. In addition to this, take up the shield of faith, with which you can extinguish the flaming arrows of the evil one. Take the helmet of salvation and the sword of the Spirit, which is the word of God. And pray in the Spirit on all occasions with all kinds of prayers and requests. With this in mind, be alert and always keep on praying for all the saints."

-Ephesians 6:13-18

Object of the Game

To collect the six pieces of the Armor of God and defeat the ultimate source of evil.

If you just can't wait. . .

If you want to jump right into playing the game, skip ahead to the section entitled "A Guided Tour".

Starting the Game

After you turn the game on, the screen will flash several times and the game will load. You will see the Wisdom Tree logo screen and the TITLE screen. To play the game, just make sure the arrow is pointing to "PLAY GAME" and then press START or A.

You should now see the NAME ENTRY screen. From here you can use your controller to enter your name (up to eight letters). To correct mistakes simply move the SELECTOR (the glowing octagon) to the left and right arrows near the bottom. Use the A or B button to select these white arrows. Selecting these will cause the CURSOR (the glowing line and arrow beneath your name) to move left or right. When you are finished entering your name, move the SELECTOR over END and press START or A. To return to the TITLE screen, put the SELECTOR over QUIT and press START or A. Skip ahead to the section on GENERAL GAME PLAY to continue.

Continuing the Game with a Password

You can continue to play from a previous game with a password only if you wrote down the password from that game.

There are two ways to continue in *SPIRITUAL WARFARE*. When a game ends, you can select CONTINUE from the GAME OVER screen or you can enter a password from the PASSWORD screen. To get to the PASSWORD screen, select ENTER PASSWORD from the TITLE screen. Use the SELECTOR to enter your password. Be very careful when entering the password. Pay close attention to upper and lower case letters, and the difference between the number "Ø" and capital letter "O". (Zeros have diagonal lines through them.) Use the arrows to correct any mistakes. When you are finished entering your password, select END. If the password was entered incorrectly, the screen will display "BAD PASSWORD". Your password will then be shown again so you can make corrections.

General Game Play

Convert souls with the **Fruit of the Spirit** or **Vials of the Wrath of God.** Converted souls often leave **Spirit Points** or **Health.** With **Spirit Points,** you can get additional **Fruit** and other items to help you in your quest. Search the various areas of the city to find the BOSS ROOMS. Upon defeating a **Boss**, you will find a piece of the **Armor of God.**

Each piece of armor does something unique to help defend you against evil.

ARMOR OF GOD

Here is an explanation of each of the six pieces of the **ARMOR OF GOD:**

Belt of Truth: Allows you to push obstacles.

Breastplate of Righteousness: Cuts damage taken by half.

Boots of the Gospel: Allow you to walk across the rubble and wet cement.

Helmet of Salvation: Protects you from explosions.

Sword of the Spirit: The sword will burst when it is thrown.

Shield of Faith: Cuts damage taken by an additional half.

As you travel through the various sections of the city, you will encounter two types of people: **Unsaved Souls** and **Christian Helpers.**

UNSAVED SOULS

Some **Unsaved Souls** will go after you while others will just wander around.

Use **Fruit** or **Vials** to convert these **Unsaved Souls.** Sometimes an evil **Spirit** will come out of a converted soul. Throw **Fruit** or drop a **Vial** to make these **Spirits** leave. Spirits and converted souls sometimes leave **Spirit Points** and **Health** behind. Walk up and collect them.

CHRISTIAN HELPERS

Throughout the city you will encounter people that are standing still. They are **Christian Helpers** and many times they offer advice. Walk up to these people and their messages will appear in the STATUS BAR.

Prizes

The following are items that will assist you in your quest:

FRUIT OF THE SPIRIT

You can find **Fruit** in various areas of the city. The first pear is free. All of the other fruits require that you trade in **Spirit Points** (represented by a white dove). Throw **Fruit** by pressing the A button. Most souls can be converted with **Fruit**. There are 5 different **Fruits**, and you can collect up to 4 of each kind. This is helpful for fast shooting. (Example: if you collect 4 apples, you can throw 4 apples at a time.) Here is a list of the different fruits and their powers:

Pear: Medium speed, very short distance, stops at solid items (rocks, walls, etc.)

Pomegranate: Medium speed, short distance, goes through solid items and travels in a zig-zag pattern.

Apple: Slow speed, medium distance, goes through solid items as well as continuing to travel through villains and obstacles.

Grapes: Fast speed, medium distance, go through solid items and travel in a spraying pattern.

Banana: Very fast speed, long distance, goes through solid items.

Refer to the STATUS MENU section to see how to pick which fruit you want to use.

VIALS OF THE WRATH OF GOD: These are picked up by the hero in groups of 3 or 7. The amount you have is shown on the status bar. The hero drops them by pressing the B button. The **Vials** burst after a short time or if hit by a **Fruit** or another burst. **Vials** can also be used to expose hidden items and doorways found under bushes and walls.

SAMSON'S JAWBONE: To complete some BOSS ROOMS the **Jawbone** is necessary. The **Jawbone** also picks up **Spirit Points, Extra Vials, Health, the Raft, Keys,** and **Heart Containers.**

ANOINTING OIL: Use this to completely refill your health.

KEY: Use keys to open locked doors.

TORCH: Light the torch to see special blocks in PUZZLE ROOMS.

RAFT: Once you find the **Raft**, you can cross areas covered with water.

RAILROAD TICKET: This allows you to travel between any of the five train stations.

GUARDIAN ANGEL

Every once in a while, but especially when you are in trouble, a guardian angel will come to your assistance. Walk up to the angel and you will be asked 5 Bible questions. You receive 5 **Spirit Points** for each correct answer. If you answer all 5 correctly, you will be rewarded an additional 5 **Spirit Points** plus two hearts of **Health.**

PRAYING

If you are ever low on health (energy) and have at least 10 **Spirit Points**, you can pray. To pray, pull down the STATUS MENU (by pressing SELECT), put the SELECTOR over the praying hands, and press A or B. This will refill your health (energy) at the rate of one-half heart per 10 **Spirit Points.**

Status Bar and Menu

The area located on the top one-fifth of the screen is called the STATUS BAR. It displays the following information:

SPIRITUAL WARFARE EVALUATION

Please rate the following:

	Excellent		Fair		Poor
Entertainment	A	B	C	D	E
Education	A	B	C	D	E
Biblical Accuracy	A	B	C	D	E
Challenge	A	B	C	D	E
Graphics	A	B	C	D	E
Sound	A	B	C	D	E

How did you find out about *Spiritual Warfare?*

Magazine Radio Newspaper Television Church Sunday School

Youth Group Bookstore Friend Other: _____

What did you like most about *Spiritual Warfare?* _____

_____

What did you like least about *Spiritual Warfare?* _____

_____

What suggestions do you have for a Wisdom Tree video game? _____

_____

_____

_____

Would you buy another Wisdom Tree video game? Yes _____ No _____

If not, why? _____

_____

_____

What other game systems do you own? Game Boy® Super NES® IBM/PC®

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Other: _____

Name: _____

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_____ Please check here if you would like to receive more information on Wisdom Tree's line of video games based on the Bible. Please write us with your comments and suggestions.

_____

_____

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Send to: Wisdom Tree, Inc.
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If you press the SELECT button, the screen drops and the STATUS MENU appears. Here is a sample STATUS MENU. To choose an item, move the SELECTOR over the item and press A or B. Pressing SELECT or START will return you to the game. A brief description of each item is shown on the bottom of the screen.

Boss Rooms

Before each room containing a piece of the **Armor of God** is a BOSS ROOM. BOSS ROOMS contain unique individuals who are harder to convert than most. Sometimes you will need other items as well as **Fruit** to help you get past the BOSS ROOMS (refer to the **Prize** list). There are two ways out of a BOSS ROOM; The door you came in and the door that leads to an ARMOR ROOM. Once you convert the BOSS or make him leave, this **Armor Exit** will become accessible.
Each BOSS ROOM is different.

BOSS ROOM 1: Throw fruit at this guy only when he comes out from behind the rock.

BOSS ROOM 2: It takes 3 vials to convert this fellow. Watch out for the ever-changing maze!

BOSS ROOM 3: As the projectiles track you, guide them toward the glowing bricks. Use this method and drop vials to eventually make a path of ladders to the exit at the top left. Be patient!

BOSS ROOM 4: Use **Samson's Jawbone** to knock back the cherries. Once this guy is out of ammunition, he will go away and an exit will appear.

BOSS ROOM 5: You'll encounter 4 unsaved souls in this room. The idea is to use three vials on the guy dressed in white at the top, but first you'll need to get past his three helpers. These helpers will only go away when pushed by a barrel. Use vials to find the hidden ladders. (It helps to enter this room with a lot of vials.)

BOSS ROOM 6: An evil spirit flies across the top of this room. Throw the **Sword** once to make him green. While he's green, you must hit him again with the **Sword.** Watch out for the falling spirits!

FINAL ROOM: This guy is the toughest. Use your **Sword** to temporarily stop his rock shield. Then use your **Fruit** to hit him. He goes away only after 7 hits.

A Guided Tour

Select START GAME from the TITLE screen and enter your name. Your adventure starts off in the park. Hit SELECT and your STATUS MAP will appear. You will notice that the map in the middle has a white square on it. This represents what room you are in. You are at position 1,2. This is determined by lining up the top number with the white square and then the side number. You will also notice your **Fruit, Item** and **Armor** boxes are all empty. It's up to you to fill them. Let's begin! Press SELECT or START to return to the game.

Quest for Fruit

It's time for you to gather some fruit. Walk into the doorway near the top portion of the screen. You should now be in an angel room. Read the fruit message and then simply walk up and touch the **Pear.** If you look at the STATUS BAR, you'll see that the number "1" appears next to the picture of the **Pear.** Hit SELECT and look at the STATUS MENU. The number "1" also appears next to the pear here. This means you can throw one pear at a time. Press SELECT and return to the game. Leave the room at the bottom of the screen and you can test out your new fruit.

You should now be back at the screen you started on. Press the A button and a **Pear** will be thrown by you. The direction you are facing is the direction the pear will be thrown. Now that you're armed, you are ready to start your adventure.

The Adventure Begins

Leave this screen by heading south. Simply go to the bottom of the screen and push down until the screen scrolls into the one below. Immediately, you will notice four **Unsaved Souls** walking around. Press the A button and throw your pear at them. When one of these **Unsaved Souls** is hit by **Fruit**, he or she will "convert" and assume a praying position. Sometimes, an **Evil Spirit** will fly out of the converted soul. Use your fruit to make it go away. Converting souls and driving away evil spirits will randomly

leave **Spirit Points** and **Health.** **Spirit Points** are white doves with the number "1", "5", or "10" on them. Just touch a dove and you will see your **Spirit Points** increase on the STATUS BAR. **Health** is represented by a red heart. If you touch it, it will fill up one **Heart Container** on the STATUS BAR.

You will only notice this if you lost health during your battle. When you run into an unsaved soul, your health decreases. When all of your heart containers are empty the game ends. (If this happens, just select CONTINUE from the GAME OVER screen. You will then reappear at the original PARK screen, but you'll have your **Pear** and whatever **Vials** and **Spirit Points** you had before the game ended. Your **Health** will be restored. If you haven't already, collect all the **Doves** and **Hearts** (if there are any) as well as the **3-VIAL** prize.

Once in a while, a **Guardian Angel** will appear. Walk up and touch the angel and you will be given the opportunity to earn extra **Spirit Points** and **Health** by correctly answering Bible questions (refer to the **Guardian Angel** section for more information).

Let's continue our journey. Go west by going all the way to the left of the screen and pushing until the next screen scrolls on. Use your fruit to convert the two **Unsaved Souls.** If there are any **Doves** or **Hearts**, pick them up. Now is a good time to look at the map again. Press SELECT and notice where the white square is. It is now one down and one left of where you started. You are now at 0,3; the southwest corner of the PARK. Press SELECT again and let's go on.

Go north to the screen above you. These guys in green are tricky but they

can't get at you quite yet. If you look carefully you'll see a horizontal row of bushes at the bottom of the screen. They stop you from going north and the bushes stop your **Pear** cold! This is because the **Pear** is the weakest of the **Fruits** (refer to the **Fruit** list). As you see more of the city you'll find stronger and stronger **Fruit**. If you have any **Vials** (look at the STATUS BAR) you can drop one near a bush, throw your **Pear** at the **Vial**, and the burst will make the bush go away. Don't worry, the burst from the **Vial** will not harm you. Don't panic if you don't have any **Vials.** Just go south, then east and continue exploring. If you made it through the bushes, convert the **Unsaved Souls**, and continue venturing northward.

Continue exploring the PARK until you get used to moving around and converting **Unsaved Souls.** If you lose all your health, just select CONTINUE from the GAME OVER screen.

Use your map to find the following screens of particular interest. Remember, the first number is the one on the top, the second is the one on the side. If you think you're ready to get the **Belt of Truth,** you can skip this section.

POSITION

0,1 There is a **Heart Container** near the railroad tracks. You will get access to this later in the game when you find **Samson's Jawbone.** A **Heart Container** increases your HEALTH BAR by one. (For example, if you could get it now, you would have 4 containers instead of 3 on the STATUS BAR.)

1,0 The door underneath the RR sign leads to a railroad station. You can go in but you won't get too far. Later, you will find a train ticket that lets you travel quickly between 5 of the 11 sections of the city.

2,0 Having trouble crossing the river? No problem! Just enter a door and you will be on the other side.

2,3 Later in the game, you will need this raft, but you will have to find the **Jawbone** first.

3,0 Throughout the game you will run into **Christian Helpers.** Most of

them are standing still (to let you know they are not dangerous). This energetic basketball player is an exception. Use a **Vial** on the bottom left corner of the bleachers and walk up to him. He will give you a hint which will be useful later in the game. Write down hints and make maps of where you have been to help you as you play the game.

5,3 This is the exit to DOWNTOWN. Once you have the **Belt of Truth** you can push one of these rocks and leave. To get the **Belt of Truth**, keep reading. . .

Now that you have a good feel of how the game plays, it's time to get the **Belt of Truth**. Go to the screen located at 2,2 or 3,2 (look at the STATUS BAR MAP). Near the lake you will see stairs leading down. Walk down the stairs. The room you are now in is UNDERGROUND (look at the STATUS BAR). Take the ladder down. There are four passages out of this room. One passage goes right, two lead down, and one takes you back to the screen you just came from. (Rooms that are underground or inside do not show up on the STATUS MENU MAP. You may want to make your own maps to keep track of where you have been.)

Take one of the ladders going down. In the upper left corner of this screen, you will see a bottle of **Anointing Oil**. Go over and pick it up. Press SELECT and look at the STATUS MENU. You should see the **Anointing Oil** in the ITEM SELECT BOX. (You may also see a **Vial of God's Wrath** and **Praying Hands**). Use the **Anointing Oil** only when your health is very low. Simply move the SELECTOR (the glowing octagon) over the **Anointing Oil** and press A or B. Your **Health** will completely refill. Another way to restore **Health** is by **Praying**. If you have at least 10 **Spirit Points**, a pair of **Praying Hands** will show up in the ITEM SELECT BOX. Move your SELECTOR over the **Praying Hands** and press A or B. Every time you press A or B, 10 **Spirit Points** will be taken, and your **Health** will be restored by a half a heart. You can do this as long as you have enough **Spirit Points**. Once you go below 10 **Spirit Points** the **Praying Hands** will not show up.

Go ahead and leave the room by either of the ladders. Now take the passage to the right. This room has a small passage full of barrels and a ladder leading down. Go down to the next screen. This screen has a small room on the left side. Enter this room. Once you are in, collect all the **7-Vial** prizes. The door in the upper left of the screen leads to a BOSS ROOM. If your **Health** is low, use the **Anointing Oil** or **Praying Hands** to fill it up. You

need to be strong before you enter.

Enter the BOSS ROOM and you'll see the **Boss** running around, hiding behind a rock. Whenever he stops and stands up, he is vulnerable. Use your **Pear** to convert him. Use caution! Even his rock is harmful and **Evil Spirits** randomly fly out. Once you get the **Boss**, the door at the top will open. Enter this door to claim the **Belt of Truth**. Now that you have the **Belt**, you can push rocks, trash cans, etc.

You are now able to leave the PARK. Before you go, take a look at what is behind the barrels one screen above. Climb the ladder and use the B button to drop a **Vial** next to a barrel. Throw your **Pear** to make the **Vial** burst early. Continue doing this until all of the barrels are gone. Then enter the exposed door. You have just found your second **Fruit of the Spirit**, the **Apple**. However, to get this apple you will have to trade in 40 **Spirit Points**. If you don't have 40 **Spirit Points**, return to the surface and continue converting until you do. You are not required to get every fruit you find, but you will discover that different fruits have different powers, and the more you have of each, the better. If you have 40 **Spirit Points**, walk up and touch the **Apple**. To try out the **Apple**, press SELECT, and from the STATUS MENU choose the **Apple**.

To leave the PARK and explore more regions of the city, travel to the park surface. Now use your STATUS MENU MAP to help you travel to position 5,3. This is the PARK exit. Push a rock in the lower right and exit the PARK. Welcome to DOWNTOWN. Have fun on your continuing adventure, and if you are ever in need of a clue or health, you can go to the CHURCH. The CHURCH is located in the HOUSING area. To get to the HOUSING area from DOWNTOWN, go to position A,6 and travel east. The CHURCH is located at position F,7. You have five more pieces of **Armor** to find and then it is on to the Final Battle. Good Luck!

IF YOUR GAME DOESN'T WORK

IF AFTER INSERTING THIS CARTRIDGE IN YOUR SYSTEM THE TV SCREEN PROCEEDS TO FLASH ON AND OFF FOR MORE THAN 9 TIMES, YOU MAY GET AN IMMEDIATE EXCHANGE BY EXERCISING THE FOLLOWING STEPS:

1. Insert cartridge in and out of the Nintendo® System several times to make sure all connections are clean.
2. If your cartridge still fails to work, then call 1 (800) 77-BIBLE in the USA, 1(800) 88-BIBLE in Canada, or 1 (714) 528-3456 for an RMA# (Return Merchandise Authorization No.). The 800 PHONE NUMBERS ARE NOT INTENDED FOR GAME TIPS. For game tips call (714) 993-6515. You will be charged $.75/min.
3. Return the cartridge in its original box with your sales receipt to the following address with the RMA# on the box: **WISDOM TREE, INC., CUSTOMER SERVICE, 2700 E. IMPERIAL HWY., BLDG. A, BREA, CA 92621**

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. . where it was originally purchased. Your Nintendo® System may require a special cartridge. We will be glad to exchange your cartridge and express it to you at no cost.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instruction, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specification in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

REORIENT the receiving antenna.

RELOCATE the NES® with respect to the receiver.

MOVE the NES® away from the receiver.

PLUG the NES® into a different outlet so that NES® and receiver are on different circuits.

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